Character Index

Name   **Stock**   **Age**   **Lifepaths**

Beliefs

Belief 1 |

Belief 2 |

Belief 3 |

Belief Special |

Instincts

Instinct 1 |

Instinct 2 |

Instcint 3 |

Traits

Character Traits   Die Traits   Call-On Traits

Relationships

Relationships   Circles   Named Circles   Enemy Circles

Gear, Possessions, and Property

Artha and Epiphanies

Fate
Open-end 6s   (F)   Persona
+1D per point   (P)   Deeds
Double dice or
reroll a failed dice   (D)

Epiphany (permanent shade shift)
3 Deeds points, 10 Persona points, and 20 Fate points

Aristeia (temporary shade shift)
1 Deeds points, 3 Persona points, and 5 Fate points

Skill _____   *Skill* _____   *Skill* _____   *Skill* _____
Total Artha Spent (F)(P)(D)   Total Artha Spent (F)(P)(D)   Total Artha Spent (F)(P)(D)   Total Artha Spent (F)(P)(D)

Skill _____   *Skill* _____   *Skill* _____   *Skill* _____
Total Artha Spent (F)(P)(D)   Total Artha Spent (F)(P)(D)   Total Artha Spent (F)(P)(D)   Total Artha Spent (F)(P)(D)

Skill _____   *Skill* _____   *Skill* _____   *Skill* _____
Total Artha Spent (F)(P)(D)   Total Artha Spent (F)(P)(D)   Total Artha Spent (F)(P)(D)   Total Artha Spent (F)(P)(D)

Notes, Spells, and Other Miscellanea

Skills Being Learned

Aptitude equals 10 minus Stat:

Perception Aptitude ___ | *Will Aptitude* ___ | *Agility Aptitude* ___ | *Speed Aptitude* ___ | *Power Aptitude* ___ | *Forte Aptitude* ___

Skill Name	Root	Tests			
_____	☐	☐	_____	☐	☐
_____	☐	☐	_____	☐	☐
_____	☐	☐	_____	☐	☐
_____	☐	☐	_____	☐	☐
_____	☐	☐	_____	☐	☐

Practice Log

Stats

Will ☐ __
D C F P D

Power ☐ __
D C F P D

Agility ☐ __
D C F P D

Perception ☐ __
D C F P D

Forte ☐ __
D C F P D

Speed ☐ __
D C F P D

Stride: _____ Mounted Stride: _____

Attributes

Health ☐ __
R D C F P D

_____ ☐ __
R D C F P D

Reflexes ☐ __
Average of Per, Agl, Spd. Round down.
Reflexes advances as the stats do.

Steel ☐ __
R D C F P D

_____ ☐ __
R D C F P D

Mortal Wound ☐ __
Average of Pow and For (plus 6). Round down.
MW advances as the stats do.

Hesitation ____
(Hesitation = 10 – Will exp)

Circles ☐ __
R D C F P D

Reputation

Reputation

Reputation

Affiliation

Affiliation

Affiliation

Resources ☐ __
R D C F P D

Tax

○

Cash

Funds/Property

Loans/Debt

Skills

Skill		R D C
_____	☐ __	R D C
_____	☐ __	R D C
_____	☐ __	R D C
_____	☐ __	R D C
_____	☐ __	R D C
_____	☐ __	R D C
_____	☐ __	R D C
_____	☐ __	R D C
_____	☐ __	R D C
_____	☐ __	R D C
_____	☐ __	R D C
_____	☐ __	R D C
_____	☐ __	R D C
_____	☐ __	R D C
_____	☐ __	R D C
_____	☐ __	R D C
_____	☐ __	R D C
_____	☐ __	R D C
_____	☐ __	R D C
_____	☐ __	R D C
_____	☐ __	R D C
_____	☐ __	R D C
_____	☐ __	R D C
_____	☐ __	R D C

PHYSICAL TOLERANCES GRAYSCALE

Tolerance																
Coordinate	B1	B2	B3	B4	B5	B6	B7	B8	B9	B10	B11	B12	B13	B14	B15	B16
Number of Injuries																

Wound	Penalty	Obstacle Penalties	Wounded Dice	Injury Recovery
Superficial	+1 Ob/2, −1D/3*			
Light	−1D			
Midi	−2D			
Severe	−3D			
Traumatic	−4D			
Mortal	Incapacitated			

The first Superficial wound gives a +1 Ob penalty. The second does not give another +1 Ob. If a third Superficial wound is suffered, the obstacle penalty is replaced with a −1D penalty.

Weapons and Armor

Incidental — 1/2 Mark (round up) **Mark** — *Power stat exponent + Weapon Power exponent*
Superb — *1.5x Mark (round down)*

MELEE	I	M	S	Add	VA	WS	Length
Bare fist	☐ __	☐ __	☐ __	2	–	3	Shortest
_____	☐ __	☐ __	☐ __				
_____	☐ __	☐ __	☐ __				
_____	☐ __	☐ __	☐ __				
_____	☐ __	☐ __	☐ __				

MISSILE WEAPONS

I	M	S	VA	*ammunition*
☐ __	☐ __	☐ __	☐ __	

Range Dice: Optimal ___ Extreme ___   DOF: I ___ M ___ S ___

I	M	S	VA	*ammunition*
☐ __	☐ __	☐ __	☐ __	

Range Dice: Optimal ___ Extreme ___   DOF: I ___ M ___ S ___

ARMOR

Dice	Broken Dice	Location	Type
__	__	Head	_____
__	__	Torso	_____
__	__	Right Arm	_____
__	__	Left Arm	_____
__	__	Right Leg	_____
__	__	Left Leg	_____
__	__	Shield	_____

Clumsy Weight _____
Stealthy: ____   Speed: ____
Perception: ____   Agility: ____

Burning Wheel is a Registered Trademark of Luke Crane. Character sheet created by Luke Crane and modified by Superhorse.